



# OVERVIEW

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Welcome to SoftPaint. Using SoftPaint should be intuitive. Most of the menus and tools are standard items you have probably seen in several other programs already. The way these tools are used may be a little different, but those differences should be easy to understand. If you do need help, this help window is available at any time.



# File Menu

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## The File Menu

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- New ( Command N )

“New” will create a new window and allow you to start working on the new document. If you run out of memory when attempting to create a new document, you will be alerted and the new document will not be created.

- Open ... ( Command O )

“Open” brings up a dialog box which will allow you to open a document from a file saved previously to disk. As with New, if you run out of memory when attempting to open a document, you will be alerted and the document will not be opened.

- Close ( Command W )

“Close” will close the current window. If it has not been saved since the last change, it will give you the opportunity to save the document before closing.

- Save ( Command S )

“Save” will save the current document to any disk.

- Save As ...

“Save As” will bring up a dialog box which will allow you to save the current document under a new name.

- Save as MacPaint ...

“Save as MacPaint” will bring up a dialog box which allow you to save the current document as a MacPaint document.

- Revert

“Revert” allows you to quickly return to the last saved version of a document.

- Document Size

“Document Size” is a hierarchichal menu which allows you to select between a Portrait (8 x 10) and a Landscape (10 x 8) page size.

# File Menu

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- Page Setup ...

“Page Setup” allows you to set up the page alignment. With the LaserWriter Page Setup allows you to scale the entire page.

- Print ... ( Command P )

Prints the current document. High quality and standard quality are supported. Draft quality is not supported (draft printing only works with text files). The LaserWriter has a different sized page than the ImageWriter, so a section along the right side of the document will not be printed unless you select “96%” or less from “Page Setup.”

- Print Selection ...

This will print the current selection. The selection will be printed in the upper left corner of the page regardless of its location within the document.

- Quit ( Command Q )

Obviously.



# Edit Menu

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## The Edit Menu

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- Undo ( Command Z )

“Undo” is fully supported in SoftPaint.

- Cut ( Command X )

“Cut” will cut the selection from the window and place it in the clipboard. You can then paste it into other programs (like MacPaint or SuperPaint) or into the scrapbook for later use.

- Copy ( Command C )

“Copy” will place a copy of the selection into the clipboard. See Cut, above.

- Paste ( Command V )

“Paste” will place whatever graphic object is currently in the clipboard into your window. The graphic will “hover” over the page until you click the mouse outside the selection box. You can drag the selection box around the window to place it where you want it. If the object is too big to fit in the window, you will see a message telling you that the object will be scaled to fit. Scaling is always proportional to the original image. To paste text into the document, you must have an active selection rectangle. This is necessary to let the program know how wide a rectangle you want the text to fit into.

- Clear

“Clear” will cut the area selected from the window, but will not place it in the clipboard. It will be deleted from the page. Pressing the delete key accomplishes the same thing.

- Edit Patterns ...

“Edit Patterns” will bring up a dialog box in which you can edit any or all of the 64 patterns. These patterns will be saved off into the document, and will be available any time you open that document. The patterns within the program will remain unchanged, and any new document will always be created with the default patterns

# Edit Menu

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(those within the program).

- Edit Brushes ...

“Edit Brushes” will bring up a dialog box in which you can edit any or all of the 36 brushes. Unlike the patterns, the brushes are not saved off into the document. Therefore, changing any brush will change the program, and new documents will be created with the new brushes.

- Preferences

“Preferences” is a hierarchical menu which allows you to set various preferences within the program. The first submenu, “Set Preferences” will bring up a dialog box which will let you set all preferences. The second submenu, “Set Defaults from Current” takes the current values for all of the preferences and makes them the default settings. The third submenu, “Set Current from Defaults” sets all of the current values to the default settings.

\*\*\* NOTE \*\*\* For more information on the various preferences, select “Preferences” from the list below.



# Options Menu

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## The Options Menu

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- Invert Selection ( Command I )

“Invert Selection” simply inverts the selected area. Black areas will become white, and white areas will become black.

- Flip Selection

“Flip Selection” is a hierarchical menu which will let you flip a selection Horizontally ( Command H ) or Vertically ( Command U ). This only works for rectangular or oval shaped selections.

- Rotate Selection

“Rotate Selection” is a hierarchical menu which will let you rotate a selection Right ( Command R ) or Left ( Command L ). This only works for rectangular or oval shaped selections.

- Nudge

“Nudge” is a hierarchical menu which allows you to easily move the current selection one pixel in any direction. This will not allow you to nudge a selection off the edge of the document.

\*\*\* NOTE \*\*\* You can also use the arrow keys to nudge.

- Scale Selection... ( Command E )

“Scale Selection” will bring up a dialog box allowing you to scale the current selection by a percentage amount larger or smaller. You may choose to have different scale factors for vertical and horizontal scaling.

- Masking Tape

“Masking Tape” is a hierarchical menu which allows you to create, edit, or clear the current Mask region. The first submenu, “Show Mask”/“Hide Mask” ( Command 4 ) toggles to allow you choose whether or not to view the current Mask region. If you choose to view the current Mask, it will be outlined with a thick gray line. The second submenu, “Mask Out” ( Command 5 ) will add the current selection to the

# Options Menu

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Mask region. The third submenu, “Mask In” ( Command 6 ) will subtract the current selection from the Mask region. The fourth submenu, “Reverse Mask” ( Command 7 ) will cause the areas inside the Mask region to be out of the region, and those areas that were previously outside the mask will now be inside the Mask region. The last submenu, “Clear Mask” ( Command 8 ) will remove the Mask region.

\*\*\* NOTE \*\*\* For more information on the Mask region, select Masking Tape from the list below.

- Get Ink Mode... ( Command G )

There are a total of eight ink modes that you can choose in SoftPaint. This menu selection will present you with a dialog box that allows you to choose which mode you want. Two small pictures are used to demonstrate the effect of the modes. One picture is drawn on top of the other picture using the given ink mode. Depending on the mode you select, any of a number of possible outcomes can occur and are displayed in the remaining box.

- Display Page... ( Command D )

This option will bring up a dialog box showing a reduced view of the entire page. A rotating outline shows the current window position in relation to the page, and you can move the outline around to change the area of the page displayed in the main window.

- Turn Autoscrolling On/Off

This menu item toggles allowing you to choose whether you want the tools to autoscroll or not. With autoscrolling turned off, the paint tools will not draw outside of the window.

- XY Coordinates

“XY Coordinates” is a hierarchical menu which allows you to select how you want the mouse position displayed. In the lower part of the “Palette” there is an area where you can view the current mouse position. Beside the “X” is the Absolute X position. Beside the “Δ” just below it is the Delta X position. Below this are the Absolute and Delta Y positions. The Absolute Mouse Position is relative to the upper left corner of the document. Moving Right and Down are in the positive directions. The Delta

# Options Menu

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Position is only shown when you click the mouse and drag it before letting up on the mouse button. It is calculated by “subtracting” the original mouse position (where you clicked the mouse) from the current mouse position. This allows you to make a rectangle, for example, which is exactly 100 x 100 pixels. You can choose from 4 possible displays: 1) Show Absolute Mouse Position, 2) Show “Delta” Mouse Position, 3) Show Both Positions, 4) Don’t Show Positions.

\*\*\* NOTE \*\*\* Having to continually update the mouse position may cause some of the tools to slow down. If you find that the tools are not as fast as you would like, select “Don’t Show Positions” from the menu.





# Text Menu

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## The Text Menu

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- Font

“Font” is a hierarchical menu which allows you to choose the current font.

- Size

“Size” is a hierarchical menu which allows you to choose the current size. You can choose from the following sizes: 9, 10, 12, 14, 18, 20, 24, 28, 36, 48, 54, 72. Those sizes which are available in the current font appear outlined in the menu.

- Style

“Style” is a hierarchical menu which allows you to choose the current style. The available styles are: Plain Text, Bold, Italic, Underline, Outline, Shadow, Condensed, Extended. Each style is displayed in its own style. (For example, the Bold menu selection is displayed in bold text.) A check mark shows beside each style which is currently selected. Choosing “Plain Text” ( Command T ) cancels all other style selections.

- Right Justify ( Command 1 )

This selection will Right justify the text.

- Center Justify ( Command 2 )

This selection will Center justify the text.

- Left Justify ( Command 3 )

This selection will Left justify the text.



# Windows Menu

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## The Windows Menu

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This menu lists the titles of the current windows which you have open. Selecting an item from this menu will bring the window with that title to the front.



# Masking Tape

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## Masking Tape

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The masking tape is used to “protect” certain areas of the document. Drawing will not be performed in areas within the Mask region. Areas outside the Mask will be drawn into. This is analogous to putting “tape” around an area when you are painting. This is useful, for instance, when you want to draw behind an object without affecting what is in front.

If you temporarily want to draw into the Mask region, but do not wish to clear the mask, you can hold down the Option key while drawing with any of the tools (except for the text tool).

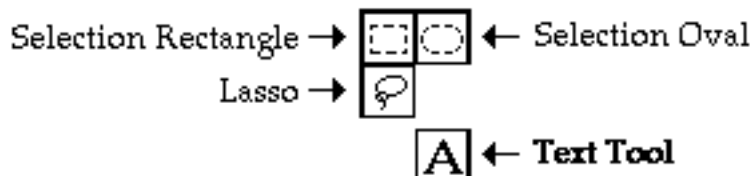
\*\*\* NOTE \*\*\* For information on how create, edit, and clear the Mask region, select Options Menu from the list below, and read the text describing the “Masking Tape” hierarchical menu.



# The Tool Palette

## The Tool Palette

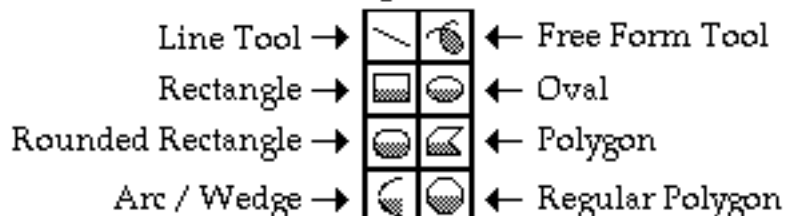
### Selection Tools



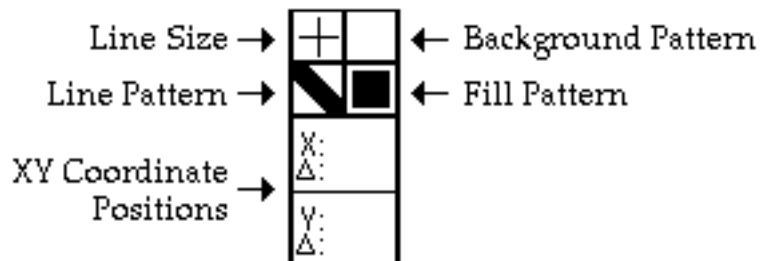
### Paint Tools

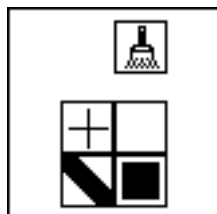


### Shape Tools



### Patterns, etc.





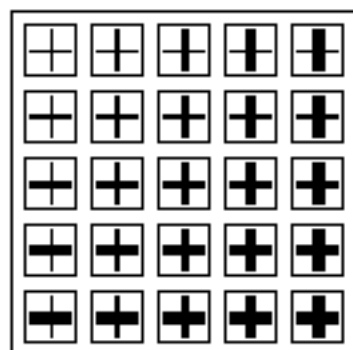
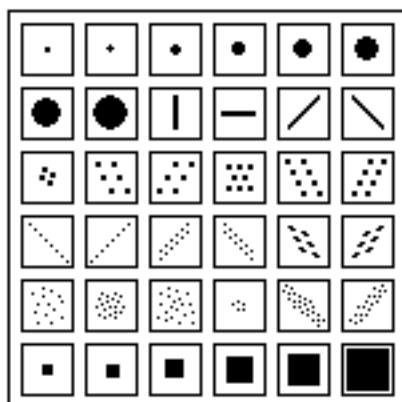
# PopUp Menus

## Pop Up Menus



### Brush Menu

The only drawing tool with a Pop Up Menu is the brush. To select the brush you wish to use, simply click the mouse in the brush tool and wait for the menu to appear. Then select the desired brush just as with any normal menu. You can edit the brushes by selecting "Edit Brushes ..." from the Edit Menu.



### Line Size Menu

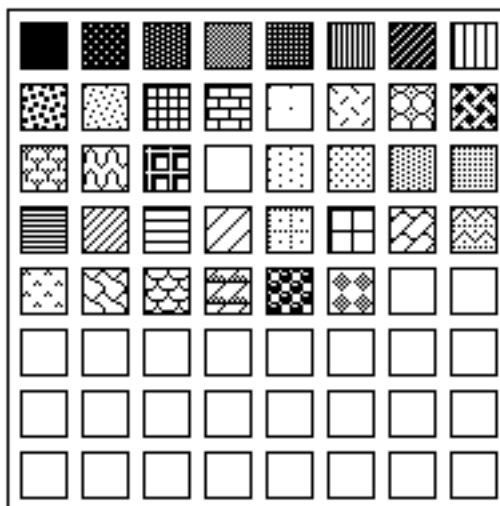


The Line Size Pop Up Menu is found below the Arcs & Wedges Tool. The line thickness which you choose from this menu will be used for the line tool and for the frames of all of the other shapes.



### Pattern Menus

There are three Pattern Menus: 1) The top box is the Background Pattern which is used by the eraser. It is also the pattern which replaces a selection when it is moved. 2) The lower left box is the Line Pattern, which is used by the Line Tool and for the frames of the other shapes. 3) The lower right box is the Fill Pattern which is used by the Brush, the Airbrush, the Paint Bucket, and the inside of the shapes (when you choose a filled shape). You can edit these patterns by selecting "Edit Patterns ..." from the Edit Menu.





# Clicks within the Palette

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## Clicks within the Palette

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### Single Clicking

#### -- "Tools"

Clicking within any of the tools (Selection Tools, Text Tool, Paint Tools, or Shape Tools), selects the appropriate tool. Clicking and holding the mouse in the Paint Brush tool displays a "Pop Up" Menu which allows you to select which brush to use.

#### -- "Lines & Patterns"

Below the Shape Tools are the Line Size, Background Pattern, Line Pattern, and Fill Pattern areas. Clicking in one of these 4 areas displays a "Pop Up" Menu which allows you to select the line width and various patterns.

#### -- "XY Coordinate Area"

This area is used to give the Mouse Position. Clicking here does nothing.

### Double Clicking

Double clicking within certain tools has special significance. Below is a list of each tool for which double clicking has significance and what a double click means in each.

#### -- "Selection Rectangle"

Double clicking selects the entire window. Holding the command key down while double clicking selects the entire page.

#### -- "Selection Oval"

Double clicking creates the largest oval selection that will fit in the window. Holding the command key down while double clicking creates the largest oval selection that will fit in the page

#### -- "Lasso"

Double clicking does a lasso selection of the entire window. Holding the command key down while double clicking does a lasso selection of the entire page.

#### -- "AirBrush"

Double clicking brings up a dialog box which allows you to change the various

# Clicks within the Palette

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airbrush settings.

-- "Eraser"

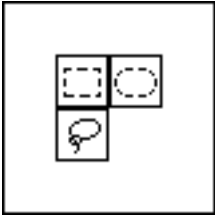
Double clicking erases the entire window. (Erasing means filling with the background pattern.) Holding the command key down while double clicking erases the entire page.

-- "Rounded Rectangle"

Double clicking brings up a dialog box which allows you to set the curvature of the Rounded Rectangles. If you choose Circular Ends in the dialog box, the curvature will always be such that the smaller end of the rectangle will be completely curved (like an oval). In this case, the scroll bar value has no meaning. If you choose Corner Curvature, you may then use the scroll bar to set the amount of curvature.

-- "Regular Polygon"

Double clicking brings up a dialog box which allows you to choose the number of sides (ranging from 3 to 12).



# Selection Tools

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## Selection Tools

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Selection tools allow you to select a part of the document. The selection can then be moved, deleted, cut, or copied. See the help for the Edit Menu for more information on Cut and Copy. Once you have selected an area of the document, clicking outside the area will deselect the previous area and allow you to begin selecting another area. Clicking within an active selection and then dragging with the mouse button held down will allow you to move the selection. Pressing the delete key while a selection is active will delete the selection.

- Selection Rectangle

This is the standard rectangle selection tool. It draws a flashing “marquee” to identify the area of the screen you have selected. If you hold the Command key down while selecting, the selection rectangle will shrink to the smallest rectangle which will include all of the black pixels in the original selection. If you hold down the Option key while selecting, the selection will shrink to a “lasso selection” (see below).

- Selection Oval

Essentially it is the same as the selection rectangle, but it is a lot more fun. There are times that it is a handy little tool too. Holding the Command key down does nothing. However, if you hold the Option key while selecting, the selection will, just as with the Selection Rectangle, shrink to a “lasso selection” (see below).

- Lasso

The Lasso Tool will allow you to select any irregularly shaped area of the document. Once you have let up on the mouse, the selection will automatically shrink to contain only the black pixels and the white pixels which are completely surrounded by black pixels. If you hold the Option key down while selecting, the selection will not shrink, but will remain exactly as you selected.

- Moving a selection

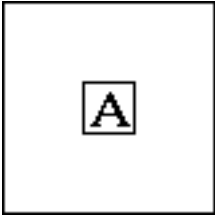
Once you have a selection, you can move it around as described above. If you hold



# Selection Tools

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down the Option key when you drag the selection, the selection will be “stamped” at its current location before you move it. (In other words, it leaves a copy of the selection behind.) If you hold down the Command key when you drag the selection, it turns the selection into a “brush”. The selection will continually be “stamped” as you move it, leaving multiple copies behind.



# Text Tool

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## Text Tool

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The large letter "A" indicates text entry. Selecting this tool turns the mouse into an "I-Beam" and when you click the mouse in the window, a flashing cursor appears. While the text is active you can use the mouse to move the text around the screen. To do so, click the mouse inside the active text rectangle (the cursor will look like a hand), and then drag the mouse. If you hold the Option Key down as you drag the text, it will leave a copy of the text behind before it begins to move the text (like holding the Option Key down as you move a normal selection around). As soon as you click the mouse outside of the active text area (where the cursor will again look like an "I-Beam"), the text is "impaled" into the document and becomes part of the bitmap. The Text Menu allows you to set the font, size, style, and justification of the text.



# Paint Tools

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## Paint Tools

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Holding down the Option key while drawing with any of these tools allows you to draw into the Mask region. See the information describing the Masking Tape for more information.

- AirBrush

The AirBrush in SoftPaint is fully configurable. Double-clicking on the AirBrush icon will bring up a dialog box that allows you to set several options.

\*\*\* NOTE \*\*\* For more information on the AirBrush settings, select “AirBrush” from the list below.

- Paint Brush

The paint brush draws the current brush shape using the currently selected fill pattern. If you hold the Shift key down while drawing, the brush will be “constrained”. This means that only a vertical or horizontal line will be drawn.

\*\*\* NOTE \*\*\* To choose another paint brush, click the Paint Brush tool and hold the mouse down until the Pop up Menu appears. While still holding down the mouse, select the desired paint brush. You can edit the brushes by selecting “Edit Brushes ...” from the Edit Menu. When you edit the brushes, the changes are permanently stored in the program.

- FatBits

The magnifying glass icon allows you to select an area of the screen for expanding into fatbits. The main window will then split into an expanded version of the area selected and a normal sized view. The tools that are no longer supported will be disabled. You can use the magnifying glass to select up to three layers of fatbits (2x, 4x, and 8x). Once in fatbits, clicking the magnifying glass in the normal sized view area reduces magnification, while clicking in the fatbits view area increases magnification (up to the maximum expansion). To go directly to fatbits (8x) you can hold the command key down and click anywhere in the page with the pencil tool. While in fatbits, holding the command key down and clicking the pencil tool in the

# Paint Tools

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page will return you to normal operation.

- Pencil

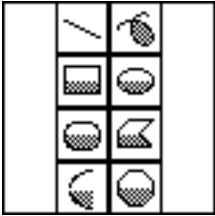
Operates like the pencil in most paint programs. Clicking on a black pixel causes the pencil to draw in white until you let up on the mouse. Clicking on a white pixel causes the pencil to draw in black. If you hold the Shift key down while drawing, the pencil will be “constrained”. This means that only a vertical or horizontal line will be drawn.

- Paint Bucket

Operates like the standard paint bucket. It fills an enclosed area with the fill pattern. “Clipping” is a way to limit how far the Paint Bucket will fill. The fill will be “clipped” to the window. In fatbits, if you click in the normal size view area, it will be “clipped” to that rectangle. Similarly, if you click in the fatbits view area, it will be “clipped” to that area of the document. Holding the Command key down when you click the mouse will allow the fill to extend to the entire document, instead of being “clipped”.

- Eraser

The eraser “fills” an area with the background pattern. Usually the background pattern is white. However, if you change the background pattern, don’t be surprised when the eraser no longer draws in white. Holding the Command key down while using the eraser shrinks the eraser to one half its original size for more detailed work. If you hold the Shift key down while drawing, the eraser will be “constrained”. This means that only a vertical or horizontal line will be erased. For information on how to erase an entire window or the entire document, select “Clicks within the Palette” from the list below.



# Shape Tools

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## Shape Tools

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Holding down the Option key while drawing with any of these tools allows you to draw into the Mask region. See the information describing the Masking Tape for more information.

\*\*\* NOTE \*\*\* All of the shape tools operate similarly. The “fill pattern” (the pattern that will fill the interior of the filled shapes) and the “line pattern” (the pattern that is used to draw the outside line of the shapes) are global. In other words, whatever fill pattern you have currently selected is the same for all of the shapes.

\*\*\* NOTE \*\*\* All of the shape tools except the Line Tool and the Freeform Tool are divided into two halves in the Palette. If you select the top half of the tool, an empty shape will be drawn. (The line will use the width you have currently selected and the line pattern you have currently selected, but the internal part of the shape will not be filled with any pattern.) If you select the bottom half of the tool, a filled shape will be drawn. (The same as the empty shape, except that the internal part of the shape will be filled with the currently selected fill pattern.)

- Line Tool

Not much to this. Click and drag the mouse and a line will be drawn. If you hold down the Shift key while you are drawing the line, it will be “constrained”. This means that only a horizontal, vertical, or diagonal (45° angle) line will be drawn.

- Freeform Tool

This tool allows you to draw freeform shapes and have them filled with the selected fill pattern.

- Rectangles

This tool is used to draw rectangles (obviously). Holding the Shift key down while drawing will “constrain” the rectangle to a square.

# Shape Tools

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- Ovals

This tool is used to draw ovals. Holding the Shift key down while drawing will “constrain” the oval to a circle.

- Rounded Rectangles

This tool is used to draw rectangles with rounded corners. Holding the Shift key down while drawing will “constrain” the rectangle to a square. Double clicking in the Rounded Rectangle icon will bring up a dialog box which will allow you to change the curvature of the corners.

- Polygons

This tool allows you to create irregular polygons. To draw polygons, click the mouse (then let up the mouse button) move the mouse to a new location (you will see a line follow you) and then click the mouse again. Continue this until you have drawn a shape you like. To finish the polygon, either double-click the mouse on the last area where you want a corner or click the mouse again on the original dot used to begin the polygon. (The Delta X and Delta Y displays are very helpful here -- they will be 0,0 when you are above the original point.) If you have the filled version selected, it will fill with the pattern selected.

- Arcs & Wedges

This tool is used to draw sections of ovals. If you select the top half of the icon, an arc will be drawn. If you select the lower half, the arc will be filled (resulting in a wedge shape). Simply click and drag to draw the shape. The resulting shape is always one quarter of an oval (90°).

- Regular Polygons

This tool is used to draw regular polygons. A regular polygon is one in which all sides and the same length and all angles are the same degree. You can draw any shape from a regular triangle (equilateral) to a regular dodecagon (12 sides). To select the number of sides you want, double click in the Regular Polygon icon. A dialog box will appear, and you may select any number from 3 to 12. Unlike the other shapes, this shape is drawn from the center and can rotate. Click the mouse where you want the center of the shape to be. While holding the mouse down, drag the

# Shape Tools

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mouse to the radius you desire. As you move the mouse around in a circular motion, the shape will rotate to follow you. When you have the size and orientation you want, let up on the mouse.



# AirBrush

## AirBrush

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The AirBrush in SoftPaint is fully configurable. Double-clicking on the AirBrush icon will bring up a dialog box that allows you to set several options.

Speed indicates the number of times paint will be sprayed on the screen in a given time.

Flow indicates the number of dots that will be sprayed each cycle. Size indicates the radius of the spray.

Dot size allows you to spray dots of up to ten pixels instead of single dots.

You also have the option to select between three types of Airbrushes (Normal, Symmetrical, Kaleidoscopic).

You can choose between a random and a fixed dot size. With random dot size, the dots will range from 1 pixel to the number you have chosen with the Dot Size scroll bar.

You may also select between circular spray area and square spray area as well as between circular dots and square dots.





# Fatbits

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## Fatbits

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The magnifying glass icon allows you to select an area of the screen for expanding into fatbits. The main window will then split into an expanded version of the area selected and a normal sized view. The tools that are no longer supported will be disabled. You can use the magnifying glass to select up to three layers of fatbits (2x, 4x, and 8x). Once in fatbits, clicking the magnifying glass in the normal sized view area reduces magnification, while clicking in the fatbits view area increases magnification (up to the maximum expansion). To go directly to fatbits (8x) you can hold the command key down and click anywhere in the page with the pencil tool. While in fatbits, holding the command key down and clicking the pencil tool in the page will return you to normal operation.



# Keyboard Commands

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## Keyboard Commands

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Holding down a modifier key (Command, Option, or Shift) affects the drawing of many of the tools. There are also some other “keyboard shortcuts” which can come in handy. Below is a description of how each modifier key affects each tool (if it does) as well as a description of any other keyboard commands.

### •• Modifiers and Tools

- Option Key
  - Selection Rectangle, Selection Oval

Holding the Option Key down when using these tools cause the selection to shrink to a “lasso selection.”

- Lasso

Holding the Option Key down when using the lasso causes the selection to remain exactly as you drew it rather than “lasso-ing” the area within.

- Paint Tools and Shape Tools (all other tools except the Text Tool)

Holding the Option Key down when drawing with any of these tools will allow you to draw into the Mask region without having to clear the Mask. ( \*\*\* NOTE \*\*\* For more information, selection Masking Tape from the list below )

- Shift Key

The Shift Key is always used to “constrain” tools, as described below.

- Selection Rectangle, Rectangle, Rounded Rectangle

Holding the Shift Key down when using these tools constrains the shape to a square.

- Selection Oval, Oval, Arcs & Wedges

Holding the Shift Key down when using these tools constrains the shape to a circle. (For the Arcs & Wedges, the shape draw becomes a section of a circle rather than a section of an oval.)

- Paint Brush, Pencil, Eraser

Holding the Shift Key down when using these tools constrains the drawing to a straight horizontal or vertical line.

- Line Tool

# Keyboard Commands

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Holding the Shift Key down when using the Line Tool constrains the line to a horizontal, vertical or diagonal (45° angle) line.

- Command Key
  - Selection Rectangle

Holding the Command Key down when using this tool will cause the selection to shrink to the smallest rectangle which will encompass all of the black pixels in the original selection area.

- Paint Bucket

Holding the Command Key down when you click with the Paint Bucket will disable “Clipping”. If you do not hold this key down, the fill performed will only fill areas of the current window, not the entire document.

- Eraser

Holding the Command Key down when using the eraser will give you an eraser half of the original size. This is useful for more detailed work.

## •• Other “Keyboard Shortcuts”

- 1) When using any tool, holding down the Space Bar will give you the “Grabbing Hand” cursor. When you click and drag the mouse, the window will follow the cursor, allowing you to scroll without using the scroll bars. This is especially useful when you are in fatbits (because there are no scroll bars in fatbits).

- 2) Pressing the delete key when a selection is active will delete the selection.

- 3) When a selection is active, you can use the arrow keys to “nudge” the selection rather than choosing from the menu.

- 4) A quick way to get to the highest level of fatbits is to select the pencil tool and then to click in the window while holding down the Command Key. The area of the screen where you click will be expanded into the fatbits view area. Similarly, you can resume normal viewing by Command Clicking again (with the pencil).

# Keyboard Commands

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- 5) Holding down the Option key when you drag a selection or when you drag an active text area will leave a copy of the selection behind before moving it.
- 6) Holding down the Command key when you drag a selection will turn the selection into a brush, continually leaving a copy of the selection behind as you move it.



# Preferences

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## Preferences

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There are various default settings (referred to as “Preferences”) which you can set within the program. When you quit the program and then run it again, the settings will be whatever you set to be the defaults.

The following items may be set within the preferences dialog box:

- XY Coordinate System -- You may set the default to show the Absolute Coordinates only, the Delta Coordinates only, both, or neither.
- Open -- you may want the program to open with a window, with the open dialog box, or with an empty screen
- Autoscrolling -- enabled or disabled
- Brush -- choose the default Brush
- AirBrush -- choose the default AirBrush settings
- Regular Polygon -- choose the number of sides for the default Regular Polygon
- Page Setup -- set the default page size to Portrait (8 x 10) or Landscape (10 x 8)

\*\*\* NOTE \*\*\* For more information, select “Edit Menu” from the list below.



# Limits

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## Limits

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SoftPaint requires about 500K of memory to run. In Multifinder it is configured to use 600K of memory. You can open windows until you run out of memory. Cutting or pasting large selection areas can create out of memory condiditons.

You can change the memory size in Multifinder by selecting the SoftPaint icon in the Finder and choosing Get Info from the File Menu. You can then increase the memory allowed for the program. This will allow you to open more windows.



# LaserWriter Help

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## LaserWriter Help

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Documents printed on the LaserWriter can take an unbelievable amount of time to print. This is mostly due to the graphic nature of a document. Laser output is also not in alignment with ImageWriter output. A standard printout of a document on the LaserWriter will cut off part of the border. To avoid this, select 96% size in the Page Setup menu when printing to the LaserWriter.

The best results are obtained on the LaserWriter by selecting “4% reduction” and “larger print area.” Be sure not to select bitmap smoothing, or you may see white lines in your printout.

When printing a landscape document in landscape format, be prepared for a lengthy wait. [We used a LaserWriter Plus for this; perhaps the newer LaserWriters will work faster.]



# Credits

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## Credits

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SoftPaint was written in Lightspeed Pascal by Sean Golden and Lynda Fowler.

Kevin Cloud provided immeasurable help in beta-testing this program. Other Beta-testers include: Tim Hoffmann, Pat Boozer, Barbara Schlichting, Naomi Johnson, Jacob Hirschfelt, Gary Knox, Diane Damm, Ed Thompson, Paul Drzaic, George Litterst, Dick Meyer, Catherine Sheehan, Ernest Sinclair, Peter Visel, Chris Wu, Paul Borzo, David Fisher, Dan Guerra, Owen Hartnett, Larry Pina, Jeff Billings, and Doug Olena.

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